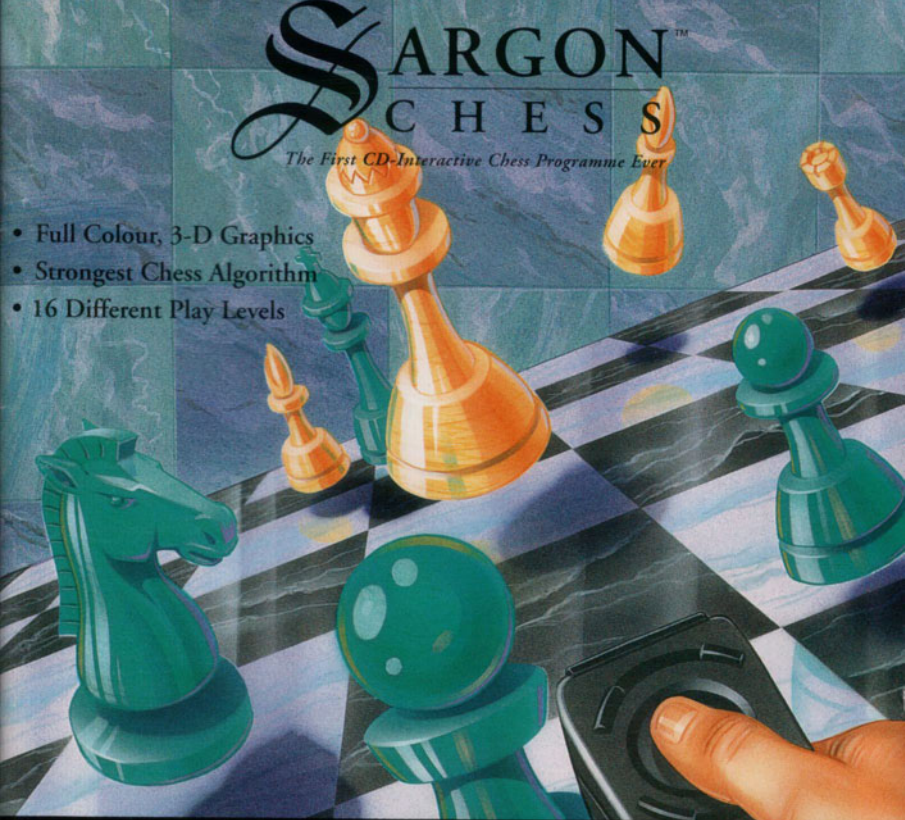


# SARGON<sup>TM</sup> CHESS

*The First CD-Interactive Chess Programme Ever*

- Full Colour, 3-D Graphics
- Strongest Chess Algorithm
- 16 Different Play Levels



**PHILIPS**

**COMPACT DISC INTERACTIVE**

Welcome to  
Sargon Chess,  
where you can  
match wits with  
Sargon, or with a  
human opponent  
of your own  
choosing, in one  
of the most  
popular and  
demanding  
strategy games  
ever devised —  
the ancient game  
of chess.

## CONTROLS

The controller buttons function independently. Button #1, the "Selector Button," is used to select menu options, screen buttons, and game pieces. Button #2, the "Switcher Button," is used to switch between the menu screens and the game display. It also allows you to exit from a sub-menu without having to make a new selection.

Either button will interrupt a help or tutorial sequence, or clear messages from the game display.

Use the joystick to move the highlight from one active area to another — for example, from one game square to another, or from one menu option to another.

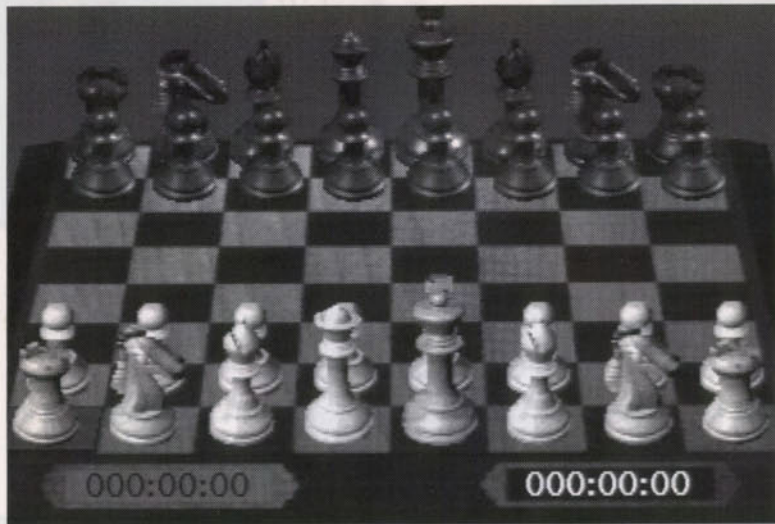
## HELP

The help function begins automatically, a few seconds after you start up the program. Or you can access it by highlighting the HELP button and pressing the Selector Button twice.

To obtain help on a specific menu option, simply highlight the HELP button, press the Selector Button once, move the highlight onto the desired menu option, and press the Selector Button again.

## TUTORIAL

The disc includes a tutorial that teaches you how to play chess and suggests some basic strategies. To play the tutorial, do the following:



### THE GAME DISPLAY

The game display can be either two- or three-dimensional. In 3D mode, you can also choose one of six style combinations for the set and board. Simply select the options you want from the Option Menu, and press the Switcher Button to go back to the game display. The display can be changed at any point in the game.

### MOVING THE PIECES

In the game display, move the pieces as follows:

1. Find the piece you wish to move
2. Highlight the square under that piece
3. Press the Selector Button to "pick up" the piece
4. Use the joystick to drag the piece to another square
5. Press the Selector Button again to let go of the piece

Keep in mind that the piece will be left on the highlighted square. If there is any confusion about which square the piece is being placed on, check to see which square is actually highlighted.

### THE MENU SYSTEM

There are three menu screens, appearing in the following order:

1. Option Menu
2. Game Menu
3. Tutorial Menu

Selecting NEXT moves you through these menus.





## I. OPTION MENU

**A. PLAYER OPTIONS** There are four player options, allowing you to choose both your opponent and your color: PLAYER-SARGON, SARGON-PLAYER, PLAYER-PLAYER, and SARGON-SARGON. The first member of each pair plays white, the second black. For example, in PLAYER-SARGON mode, you are white, and Sargon is black.

**B. TURNKEEPER** The turn keeper indicates whose turn it is to move next: white to play or black to play.

**C. CLOCKS** The possible clock settings are: ELAPSED TIME, TOTAL TIME, and No CLOCK. Elapsed Time shows the time taken for each move. Total Time keeps a running total of the time taken by each player, as in professional tournament play: when one player makes a move, her clock stops and the next player's clock starts, etc. The No Clock option clears the time display.

**D. LOAD SET** You may choose from three set options (Wood Set, Marble Set, and Metal Set), and two board options (Wood Board and Marble Board), giving you six possible combinations for the 3D display. You may also choose a 2D display, with metal pieces on a wooden board.

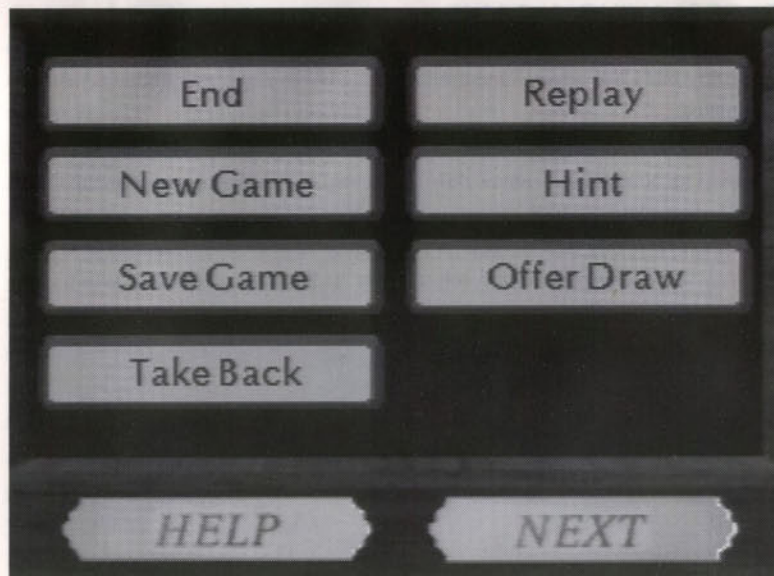
**E. THINK TIME** Think time options range from 5 seconds to 10 minutes. This is the average time Sargon is allowed to think per turn. He may, of course, think for a longer or shorter period of time on any specific move.

**F. AUDIO** There are three possible audio modes: Music, Sargon, and Silence. In Music mode, Sargon plays a brief musical theme when each piece is moved. In Sargon mode, Sargon offers his own sardonic comments on the game. With Silence, you hear only the beeps indicating that a piece has moved.

**G. SKILL LEVEL** You can set Sargon's skill level to Novice, Beginner, or Expert. In Novice mode, Sargon thinks only during his own turn, but can plan three moves ahead. In Beginner mode, Sargon plans as far ahead as his Think Time allows during his own turn. In Expert mode, he thinks both during his turn and yours. You are not allowed to change Sargon's skill level when it is his turn.

**H. MODIFYING THE BOARD** You can modify the board at any stage in the game. You may also use the MODIFY BOARD feature to set up a completely new game position if, for example, you wish to solve a specific chess problem.

The CLEAR button removes all pieces from the board. The PICK button lets you select which pieces to add. The OK button starts the game from the chosen position. And the CANCEL button returns you to your previous position.



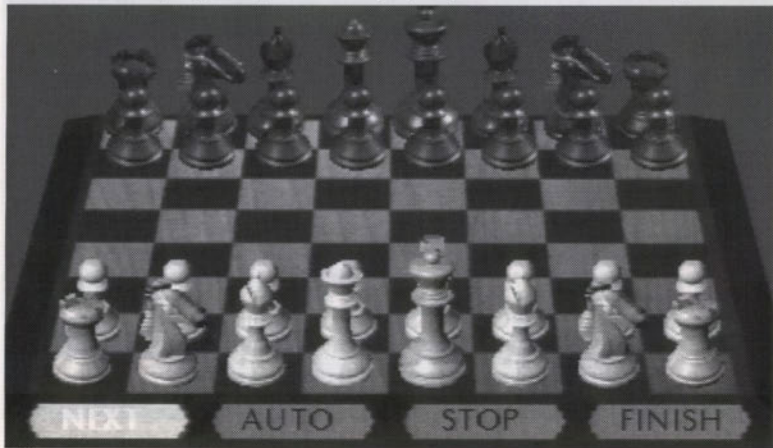
## II. GAME MENU

**A. ENDING THE PROGRAM** Use the End function to finish a playing session. The production credits can be interrupted by pressing either the Selector or Switcher Button.



**B. REPLAYING A GAME** You can replay either the saved game or the current game, but not during Sargon's move. The saved game is the last game saved to your CD-i player. The current game is the game still underway or just completed.

There are five button options in Replay mode: Next, Auto, Pause, Stop, and Finish. The Next button moves only the next piece in the replay sequence. The Auto button plays through the game automatically, until it is paused. The Pause button appears only during Auto replay, allowing you to interrupt it. The Stop button exits Replay mode and returns you to the current game position. The Finish button rapidly completes the replay sequence and also returns you to the



**C. NEW GAME** You can start a new game at any point. Unless specifically changed, the options currently selected will remain in effect. Remember that choosing a new game without saving the old one will erase the old game from memory.

**D. HINT** You can request a hint during your turn. However, Sargon may sometimes refuse to provide one.

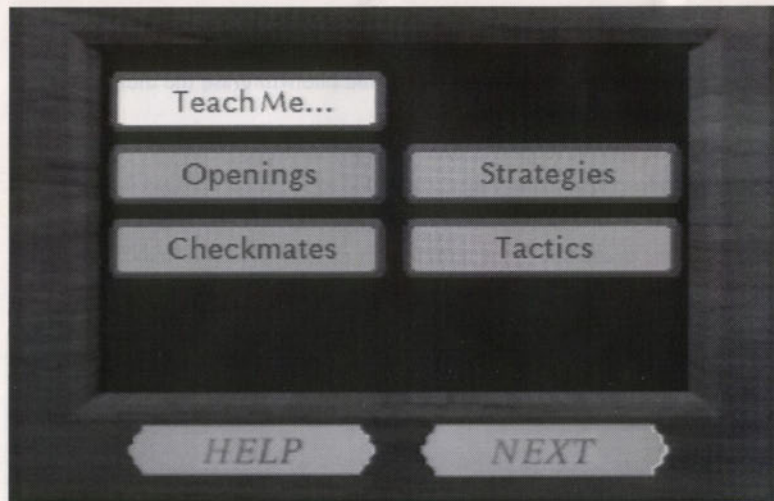
**E. SAVING A GAME** Only one game may be saved at a time. Thus, saving a game erases the game currently in memory. Keep in mind that games are not saved on the compact disc, but in the CD-i player. If you play your Sargon Chess disc on someone else's machine, you won't be able to access the game saved on your own machine.

**F. OFFER DRAW** You can offer a draw during your turn, but Sargon is under no obligation to accept.

**G. TAKE BACK** This function allows you to take back the last move and make a different move in its place. The continuous time clock will pause while you take back your move.

**H. MOVE NOW** Use this feature to force Sargon to stop thinking and move immediately. You are only given this option during Sargon's turn.

**I. OPENINGS** This option accesses only two sections of the game: "Beginning" and "Helpful Hints". These include an opening sequence, how to control the center and which pieces should be advanced first.



### TUTORIAL MENU

The tutorial is designed both to teach you how to play chess, and to provide strategies and tactics for beginners. You cannot access the tutorial menu during Sargon's turn.

1. Start from the opening Option Menu
2. Select NEXT twice to move to the Tutorial Menu
3. Select Teach Me
4. Select Proceed
5. Let the tutorial sequence play through to the end
6. Repeat steps 4 and 5 until you have completed each sequence, ending with "At the End."

Feel free to Go Back, Skip, and End the tutorial sequences at any point.

Pressing either the Selector or Switcher Button will interrupt a tutorial sequence, and move you to the title screen of the next sequence.

In the Tutorial Menu, the four additional options – Openings, Checkmates, Strategies, and Tactics – each access specific sequences included under the Teach Me option.

**A. TEACH ME** This option accesses all 20 tutorial sections. By using the Skip and Go

Back buttons, you can play through them in any order you choose. (See "Tutorial," p.3)

**B. OPENINGS** This option accesses only two sections of the tutorial: "In the Beginning," and "Helpful Hints." These include such opening strategy as how to control the center and which pieces should be advanced first.

**C. CHECKMATES** This option accesses only the “At the End” section of the tutorial, to help you plot those final winning attacks.

**D. STRATEGIES** This option accesses “The Strategic Edge” only. It covers such topics as the proper use of open files, avoiding isolated pawns, and maximizing your mobility.

**E. TACTICS** This option accesses only “A Tactical Master.” Tactics discussed include optimizing mobility, analyzing the battlefield, forking your opponent, and ‘X-ray’ attacks.

*Let the games begin!*